RAYMAN 2
THE GREAT ESCAPE

Ubi Soft
ENTERTAINMENT

Tonic Trouble ™

The Earth has been turned topsy turvy !

Help Ed, the friendly but clumsy Alien, to solve the riddle of saving the universe, defeat over 50 crazy characters, acquire unique powers and accomplish perilous missions in this 3D action-packed adventure !

Tonic Trouble is available in October 99.

Summary

*P*anic in the Chamber of the Teensies and the Fairy Council: Robo-Pirates from deep in space have arrived, determined to conquer and enslave their entire world. The time for combat has come. Volunteers form small resistance groups and throw themselves into battle with the evil aggressors.
Rayman and his friend Globox go to the edge of The Great Forest, where the highest number of pirates are located.

Rayman jumps from a tree and activates his helicopter for a soft landing in the middle of a thicket of bushes. "The Pirates are coming straight at us!", cries Rayman to his friend. "Get ready!"

The earth suddenly begins to tremble...Several trees collapse, creating a passageway for an army of robots.
The Battle begins! Rayman leaps into action, sending metal monsters flying with his powerful energy spheres. A little later, Globox, trembling with fright, desperately tries to make the robots rust up by creating little rain storms over their heads. A robot, creaking horribly, crashes to the ground.
"Not bad, Globox!" shouts Rayman with a smile.
Globox tries to answer, but Rayman doesn't hear. The strained face of Ly has just appeared in his mind.
"Rayman...", begins Ly, in a weary voice., "The pirates have broken the heart of the world. The energy has scattered. Other than Clark, all of our brave warriors have been captured..."

Shocked by this terrible news, Rayman is surprised by a gigantic robot who pins him between its powerful pinchers. He tries to create a new energy sphere in the palm of his hand, but to no avail. The destruction of the Primordial Core has taken away all of his powers...
Desparate, he shouts to his friend...
"They've got me, Globox! Save Yourself!"
"But...but...what about you?!"
"No time to explain! Go find Ly, she'll tell you what to do!"
After a moment of hesitation, Globox dodges between the feet of the robots, and plunges into the high grass.

An evil laugh reverberates. Rayman turns and sees Razorbeard, the leader of the Pirates.
"I have you, Rayman! You'll soon be my most obedient slave!..."

Rayman tries to free himself, but the iron grip of the robot tightens around him. He casts a dark look at Razorbeard and shouts defiantly :
" It's not over yet, pirate! I'll find a way to escape and then I'll make you wish you'd never been born!"

INSTALLING RAYMAN 2

› System Requirements

Minimum system requirements
Pentium® 133 processor (or equivalent), Windows™ 95 or 98
32 MB of RAM
4X speed CD-ROM
Sound Blaster compatible sound card
Compulsory 3D Graphic Accelerator Card : Voodoo 1 (3Dfx) or higher
with 4Mo RAM

Recommended system
Pentium® MMX 200 processor or higher, Windows™ 95 or 98
64 MB of RAM
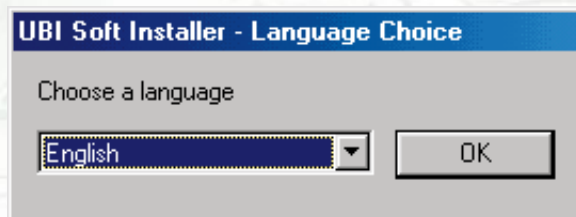8X speed CD-ROM
Sound Blaster compatible sound card
Compulsory 3D Graphic Accelerator Card: Voodoo 2 (3Dfx) or equivalent.
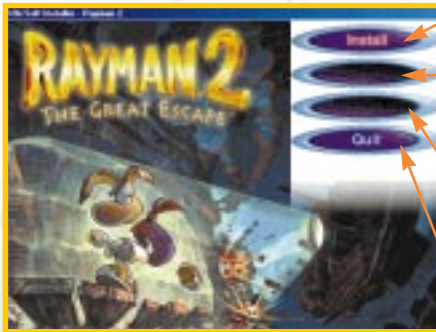
› Install and Uninstall

Installation

Put the Rayman 2 CD into the CD-ROM drive in your computer.

1. Select a language from the menu.

UBI Soft Installer - Language Choice
Choose a language
English ▾   OK

2- The following menu appears on screen.

Clicking on this option will start the installation on your hard disk.

This option lets you start the game and to access the Main Menu.
You must have previously installed the game on your hard disk.

If the game is already installed, clicking on this option will erase the game from your hard disk.

This option takes you back to Windows 95 or 98.

Note : Only Install and Exit are available if you are installing the game for the first time.

3- Choice of version to install.

You must select the version that you wish to install. The version depends on your 3D card.
Rayman 2 is optimized to work with two types of 3D cards.
- 3Dfx cards (Voodoo 1, Voodoo 2, Voodoo 3, etc) that work with Glide drivers
- Other cards that are supported by DirectX 6.0

Note : The list of video cards tested with Rayman 2 is located in the readme.txt file. This file is located on the game CD-ROM.

The installation program will suggest a version for you, depending on the components that it finds in your operating system.
Possible choices:
- **3Dfx with MMX – complete installation**
- **3Dfx with MMX – minimum installation**
- **DirectX 6.1 with MMX – complete installation**
- **DirectX 6.1 with MMX – minimum installation**
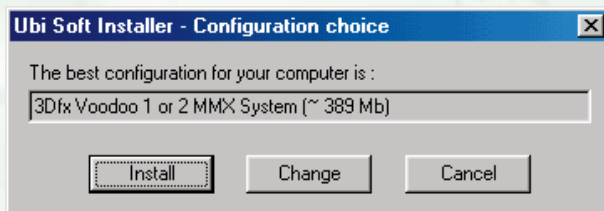
- If your card supports 3Dfx technology (Voodoo 1, 2 or 3), select the 3Dfx version.
- If your card is not a 3Dfx, select the DirectX 6.0 version.

In both cases, refer to the user's manual for your card to know its specific requirements.
If the installation program detects outdated drivers, it will suggest that you install newer versions. These are the only versions that will allow you to play Rayman 2.
A confirmation will be requested before installing new drivers.

4- Access path

Next, you must select the place on your hard disk where you want to install the game. The default installation will propose "c:\UbiSoft\Rayman2\".

5- Shortcut

Next you must decide which program group will contain the shortcut for the game. The default choice is the group "Ubi Soft Games"

Uninstall Rayman 2

There are two ways to delete the game from you hard disk.

1. In Windows, select "2 Uninstall Rayman 2" in Start/Programs/Ubi Soft Games/Rayman 2.
2. Insert the Rayman 2 CD, start the game and select the option "Uninstall" in the installation menu.

› Starting and leaving the game

- Once the game is installed, all you need to do is launch the game from the Windows "Start" menu.
The default pathway is "Start/Programs/Ubi Soft Games/Rayman 2/1 To Play Rayman 2".
The CD-ROM must be in place in the CD-ROM drive to start the game.
Once the game is started, you can access the main game menu directly (see the "Menus" section).

- Leaving the game
Press the "Escape" key and then click on "Exit" in the menu. A confirmation will be requested. Be sure that you have saved your session in the Hall of Doors (see the section "Loading / Saving").

Starting the Game

› Navigating the Menus

To move around in the RAYMAN 2 menus, use the directional ARROWS on the keyboard. The previously validated selection appears in red. If you wish to select another; this one will appear in yellow. To validate your selection, press ENTER. To go back, press BACKSPACE.
To access the menu during the game, press ESCAPE.

› Selecting Your Language

Use the directional ARROWS to select the language you wish to use and validate your choice with the ENTER key. At any point in the game, you can change the language used by selecting "Language" in the Options menu.

› Main Menu

Click on "New game" to start a new session. "Load" and "Delete" can be selected only if a session has been previously saved.
Click on "Options" to access the Options menu.
Click on "Rayman2 site" to access Rayman's Web site.

› Options Menu

To access the Options menu during play, press ESCAPE and then click on "Options."
With this menu, you can make adjustments so that your game functions under optimum conditions.

Video Settings

- Click on "Resolution" to change your monitor resolution.
- Select "Low" in order to have the lowest resolution supported by your video card.
- Select "High" in order to have the highest resolution supported by your video card.
- Select "Other" in order to access the list of all resolutions supported by your video card.
- Select "Save resolution" to save the desired resolution.
- Select "Luminosity" to make the game more bright or less bright.

Sound Settings

- Click on "Sound" to access the volume controls.
- Click on "Music" to raise or lower the sound level of the music using the directional ARROWS.
- Click on "Sound Effect" to raise or lower the sound level of the sound effects using the directional ARROWS.

Controls

This option leads you to the "Controls" menu. Using this menu, you will be able to adjust your joystick if it seems to be functioning incorrectly.

Loading and Saving Games

› Loading

It is possible to load a session at any moment during the game. To access one, press ESCAPE at any point in the game.
Click on "Load" to load a previously saved session.

› The Hall of Doors & Saving

In order to save a game, Rayman must be in the Hall of Doors.
This magic place, built long ago by the Teensies, allows access to new worlds. But remember; Rayman can only get to it after travelling through an entire world.

To change worlds when you are in the Hall of Doors, use the directional ARROWS and enter the world selected by pressing A.

Each time you access the Hall of Doors, you will be asked if you wish to save your progress.
If you click on "yes", your session will be saved automatically in the file chosen at the beginning of the game. To change the file placement, press ESCAPE and click on "Save".
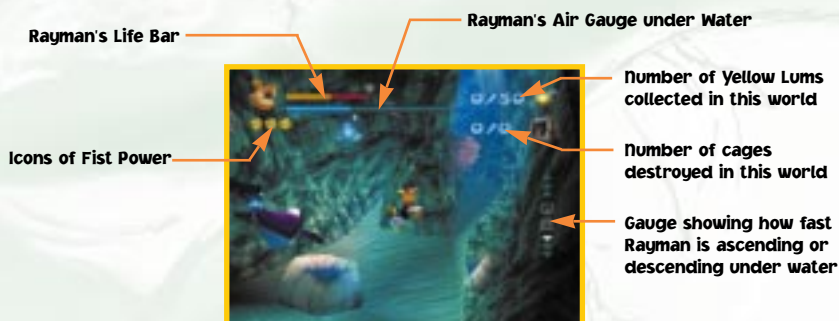To delete a saved session in order to free up the space, click on "Delete" in the menu. A confirmation will be requested before any deletion.

GAME SCREEN

*T*hroughout his adventures, Rayman must break open the cages that imprison his friends. This allows him to get the Fists of Force that will make his shots more powerful, and to collect the precious energy spheres called "Lumz." Above all, he must find the four magic masks that will allow him to wake Polokus, the spirit of the world.

Rayman's Life Bar

Rayman's Air Gauge under Water

Number of Yellow Lums collected in this world

Number of cages destroyed in this world

Icons of Fist Power

Gauge showing how fast Rayman is ascending or descending under water

While playing, you can at any time press the J key to display Rayman's life bar as well as the number of yellow Lumz collected and the number of cages destroyed.
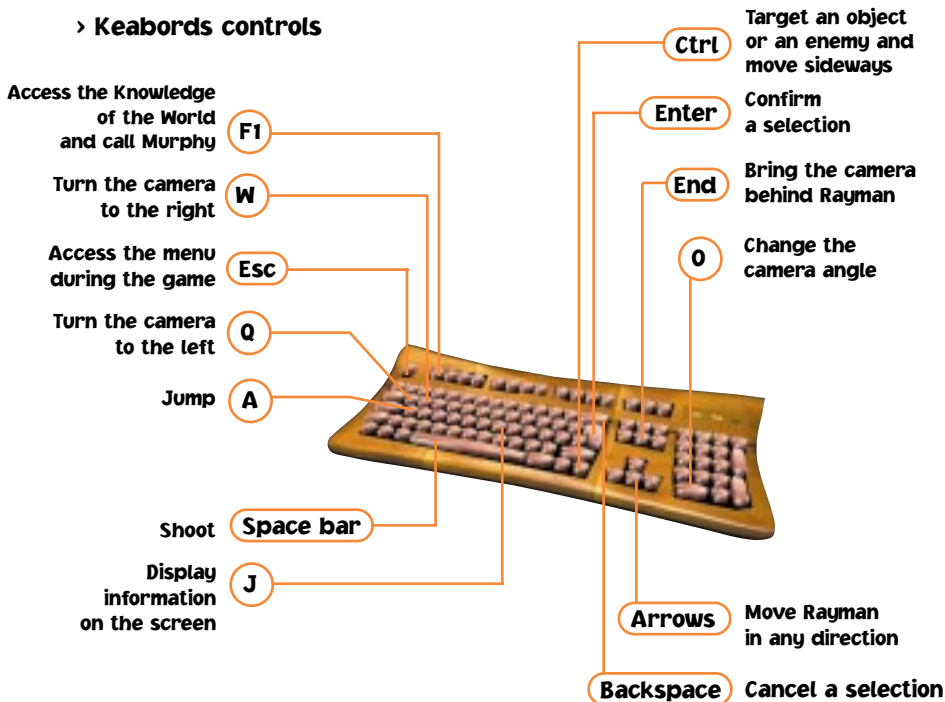
Total number of yellow Lumz

Total number of cages destroyed

Masks found
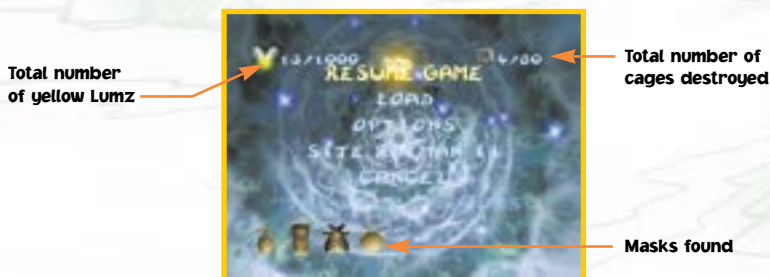
You can at any time press ESCAPE to get a complete recap of the elements collected since the beginning of the game.

ÇONTROLS

You can play Rayman 2 with a gamepad or a keyboard.
Note: The gamepad and keyboard controls are default controls that can not be modified (for the keyboard, you have the choice between a right-hand and a left-hand control).

› Keabords controls

Access the Knowledge of the World and call Murphy — **F1**

Turn the camera to the right — **W**

Access the menu during the game — **Esc**

Turn the camera to the left — **Q**

Jump — **A**

Shoot — **Space bar**

Display information on the screen — **J**

Ctrl — Target an object or an enemy and move sideways

Enter — Confirm a selection

End — Bring the camera behind Rayman

0 — Change the camera angle

Arrows — Move Rayman in any direction

Backspace — Cancel a selection

› Camera Options

To get your bearings and find your way around, making good use of the camera is crucial. Practice moving the camera and changing it's angles with the help of the Q and W keys.
The Q and W keys: provide a panoramic view moving to the left or to the right around Rayman.
The 0 key : Lets you see what Rayman sees. You can explore his field of vision using the directional ARROWS. Just release the button to return to your previous camera placement.

Controlling Rayman

To **MOVE AROUND**, use the directional arrows in whatever direction you wish. To walk, press the SHIFT key (7 on the numeric keypad for left-handers) and hold while moving Rayman using the directional arrows.

To **JUMP**, press A (8 for left-handers).

To **MOVE SIDEWAYS**, use the directional ARROWS while holding down the CONTROL key. This is very helpful for keeping your enemies in sight and avoiding their fire.
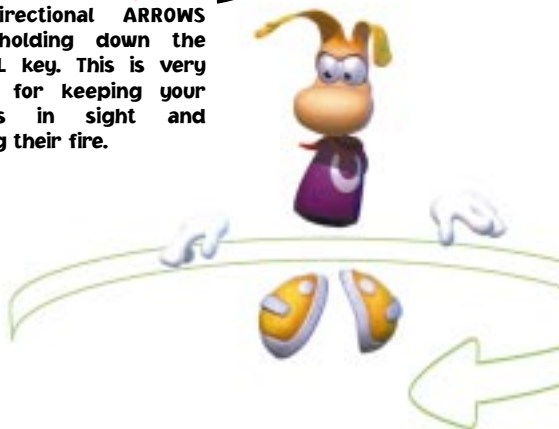
To **SWIM**, point the directional ARROWS in the direction of your choice. To dive, press Z (q in the setup for left-handers) and to return to the surface, press A (8 for left-handers).
Some advice: Special care has been taken to give Rayman total freedom of movement while he's swimming. Take some time and practice using the controls, as this skill will come in very handy!

To **ACTIVATE THE HELICOPTER**, press A (8 for left-handers) when Rayman is not touching the ground, and to stop the helicopter, press A again.

The helicopter is helpful for landing with precision, in the middle of a jump or during a fall.

Remember, the helicopter can only be activated when Rayman is in the air already. A little advice: use Rayman's shadow to help you to steady landing.

To **HANG ON** to the edge of most walls, jump while moving in the direction of the wall using the directional ARROWS. Rayman will hang on to it automatically.

To **CLIMB** on nets, vine-covered walls or spider webs, jump while moving in the direction of the wall, using the directional ARROWS. Rayman will hang on to it automatically. You can then continue to move by using the directional ARROWS. To free yourself, jump while again pressing A (8 for left-handers).

To **CLIMB BETWEEN TWO WALLS**, jump while pressing A (8 for left-handers) and press A again to hang on. Repeat these two manœuvres until you reach the top.

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POWERS

*T*hroughout his adventures, Rayman will receive new powers which give him some amazing abilities!

‹ To **SHOOT**,
press the space bar.

To **PROGRESSIVELY INCREASE THE POWER OF YOUR SHOT**, hold the space bar down (key 1 for left-handers). The energy ball in Rayman's hand will become bigger and bigger. When the desired strength is attained, shoot by releasing the space bar.

‹ To **GRAB PURPLE LUMZ**, shoot them with the space bar (key 1 for left-handers). Once caught, you can swing in whatever direction you wish, using the directional ARROWS. To let go, press A (8 for left-handers).

To **FLY IN HELICOPTER MODE**, activate the › helicopter (see page 13) and leave A (8 for left-handers) pressed down.
Not only can the helicopter be used to land you safely, but flying in helicopter mode gives you total freedom to fly in any direction! To stop flying in helicopter mode, press A again.
Some advice: your trajectory can be stabilized by pressing CONTROL. This will help you to avoid obstacles.
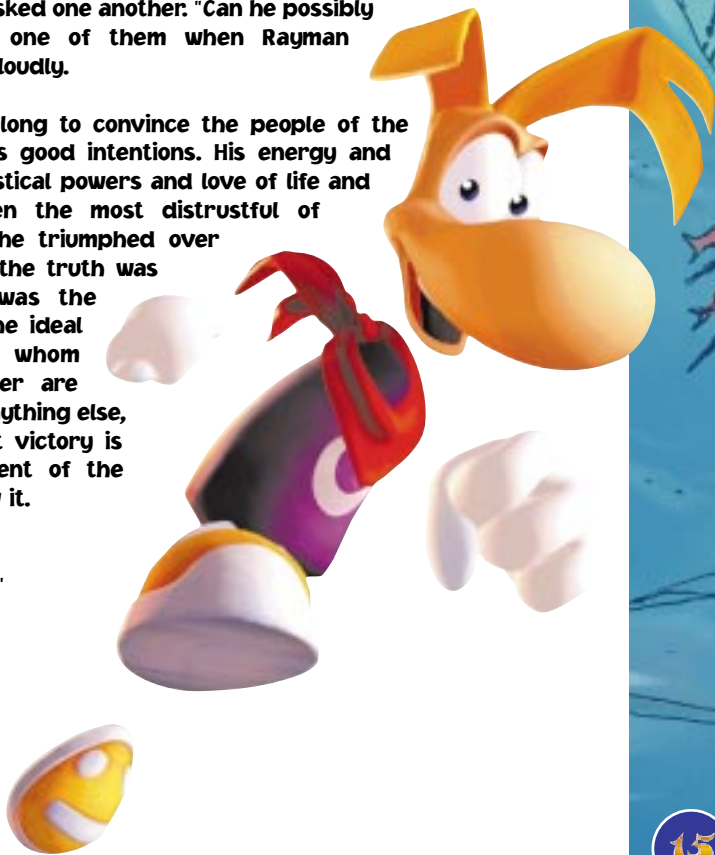
RAYMAN

Rayman is a unique character of unknown origin.

No wise man or magician can say by what twist of fate or whim of the gods Rayman came to appear at the Glade of Dreams.

All we know of him comes from the fishermen on the Sea of Lums. After a particularly stormy night they found him sleeping peacefully in the shade of a palm tree. Frightened by this strange creature from the sea, they called on the people of the forest, the skies and the waters for help. And the sun had not yet reached the zenith when a host of beings, each one more bizarre than the next, came tumbling over the violet sand dunes. They watched him for a long time. "What kind of a man can he be who has neither legs nor arms?", they asked one another. "Can he possibly be alive?" wondered one of them when Rayman stretched and yawned loudly.

It didn't take Rayman long to convince the people of the Glade of Dreams of his good intentions. His energy and good humour, his fantastical powers and love of life and nature won over even the most distrustful of creatures. And when he triumphed over the evil Mister Dark*, the truth was undeniable: Rayman was the bravest of them all, the ideal hero, the man for whom friendship and laughter are more important than anything else, for whom the greatest victory is measured by the extent of the celebrations that follow it.

* Cf. the game "Rayman"

RAYMAN'S FRIENDS

*T*he inhabitants of Rayman's world fall in to two catagories: Magical Beings, gifted with fantastic powers, and the people....

› The Magical Beings

☀ Polokus

He is the spirit of the world, the creator of all that is and will be... His power is such that his dreams can become reality...Long, long ago he went away from this world, and only by reuniting the four magical masks (see page 20) can he be brought back...

☀ Ly

Ly is a fairy, and like all fairies, she possesses great powers. Unfortunately, the explosion of the Primordial Core by the pirates has weakened her.
When she has reunited enough energy, she can create Silver Lumz, which give amazing new powers to Rayman.

☀ The Teensies

Ancient and wise people who long ago built the Hall of Doors (see page 10), that magical place where access is given to all the regions of the world. Very old and a little absent minded, they have forgotten which of them is their King, and spend much of their time performing acrobatic dance moves to make the youngest green with envy.

› The People

☀ Globox

Adorable, if a little simple, Globox is Rayman's best friend. He has the power to create forceful little rain storms which can be used to put out fires or make plants grow.
With the aid of his mate Uglette, he has produced a prodigious family: more than 650 children at last count!

☀ Clark

A mountain of muscles, Clark is an army all by himself. With one mighty blow, he can send an entire regiment of pirates flying.
His only weak point: a somewhat sensitive stomach. This can cause problems, especially when in the heat of battle, he munches a robot that's a little too rusty...

☀ Murfy

Nicknamed "The Flying Encyclopaedia," Murfy helps Rayman by giving him loads of hints and advice. For a short reminder of Murfy's main explanations, move Rayman next to one of the many Stones of Thought scattered around throughout the world (see pg 20). If you would rather have Murfy come in-person to give you his detailed explanations, stop by a Stones of Thought and hold down F2.

☀ Carmen the Whale

A magnificent marine creature, who's job it is to survey the depths of the ocean and deposit the air bubbles which can be the difference between life and death for stray plants and animals. She is sometimes pursued by piranhas with heartburn, who are quite fond of her air bubbles...

☀ Sssssam

This young and spirited serpent is the ferryman for the Marshes of Awakening. He helps the inhabitants waterski across the swamps...
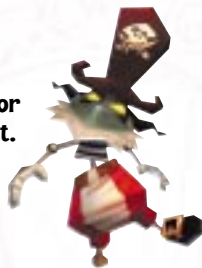
Rayman's Enemies

☀ Admiral Razorbeard

The pirate leader, he is famous throughout the galaxy for reducing over one hundred peaceful planets to cosmic dust. Don't be fooled by his pathetic and silly appearance, his ferocity is unmatched.
His dream? To take over Rayman's world and reduce all it's inhabitants to slavery...

☀ The Henchmen

These are the pirate's robot invasion force.   Totally devoted to Admiral Razorbeard, they enforce a reign of terror by capturing anyone unlucky enough to cross their paths. There exist several different models, each with it's strong and weak points. It'll be up to you to figure them out...

### ☀ Guardian of the Cave of Bad Dreams

A terrifying monster who's job it is to guard the subterranean grotto where the creatures, stemming from nightmares of Polokus, are locked away. No one has dared to venture within the Cave of Bad Dreams, even though it's rumored to contain an even more precious treasure...
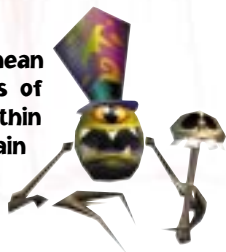
☀ The Zombie Chickens

We can no longer even keep track of all the sinister results provoked by the arrival of the pirates : disturbances in overall harmony, the proliferation of piranhas, giant spiders and caterpillars, etc....
Terrified by all these events, the hens began laying deadly eggs, out of which burst the horrible Zombie Chickens...
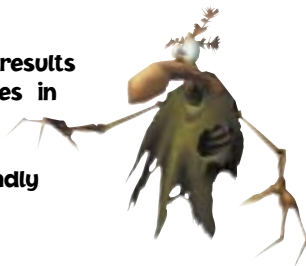
Objects

› Cages

The pirates have imprisoned many inhabitants in these little cages sealed with vital energy. Breaking 10 cages increases Rayman's Life Bar.

› Kegs

Filled with gunpowder, they explode at the smallest shock.   The more advanced models can even fly...

› Shells

Built by the pirates, these are mule headed missiles which can only be subdued by extreme patience. Most have legs, some can fly.

› Plums

These strange fruit have several purposes. You can throw them at your enemies, climb onto them and move around by shooting in the opposite direction, and even float through lava fields on them...

› Magic Spheres

Found on pedestals of the same colour, Magic Spheres open the doors to mysterious temples...

› Sparadraps

Mediocre at best architecturally, the pirates are obliged to reinforce their constructions with sparadraps. The wooden sparadraps are very fragile but the metal ones will only yield to an explosive.

› Switches

The Pirates have cluttered the environment with switches which activate strange machines and open various doors. To make it work, just shoot at it.

Magic Objects

› The Stones of Thought

The Stones of Thought provide a telepathic link to Murfy. Whenever Rayman needs a little help or advice, he should approach one of the Stones, and Murfy will appear in his mind.

› Magic Doors

Present at the beginning and the end of a world, they take you to the Hall of Doors (see page 9) if you go through them.

› The Power Fist

Having the Power Fist makes Rayman's shots more powerful. Attention: if Rayman dies or gets hit, he loses part of the energy in his Power Fist. After three such losses, his shots go back to normal power.

› The Four Masks

These magic masks were hidden inside secret and mysterious sanctuaries. The ancient legends say that whoever can reunite the four can awaken mighty Polokus....

Keep an eye out, as there are many secret doors and passageways that lead to unknown worlds where you can find fabulous treasures and perhaps become more powerful...

› The Lumz

Lumz are very powerful shards of energy. Each colour has it's own special powers...

• Yellow Lumz
These are the 1000 shards broken from the Primordial Core when the pirates exploded it. When Rayman has collected enough of them, he'll be able to negotiate his entry into new worlds.
In addition, they contain precious knowledge. The more Rayman can gather, the more he knows of the secrets of the world. At any moment in the game, just press F2 to read new information provided by the Yellow Lumz.

• Super Yellow Lumz
Ancient Lumz recognizable by their larger size and big smiles. They are five times more powerful than normal Yellow Lumz.

• Red Lumz
Packed with vital energy, they restore Rayman's Life Bar.

• Purple Lumz
By shooting them, Rayman can grab onto them and swing from one to another, thereby crossing vast areas without touching the ground.

• Blue Lumz
Oxygen rich, they restore Rayman's Air Gauge when he's moving under water.

• Green Lumz
These lumz are very special. They record Rayman's progress. If he should die, he will appear at the place where he last took a Green Lumz.

• Silver Lumz
The Silver Lumz are fashioned by Fairies. They give new and amazing powers to Rayman...

CREDITS

ORIGINAL CONCEPT
MICHEL ANCEL
FREDERIC HOUDE

PROJECT MANAGER
STEVE MCCALLA

ENGINE PROGRAMMING
OLIVIER ALBIEZ
FABIEN BOLE-FEYSOT
GUILLAUME CLEMENT
MICHAEL DE RUYTER
BENOIT GERMAIN
YANN LE GUYADER
CHANTAL OURY
FABRICE PEREZ
GUILLAUME SOUCHET
JACQUES THENOZ
CARLOS TORRES
MARC TRABUCATO
With :
CHRISTOPHE BEAUDET
FREDERIC COMPAGNON
CHRISTOPHE GIRAUD
JEAN-MARC DROUAUD
VINCENT LHULLIER
YANN LE TENSORER
ALEXIS VAISSE
MARC FASCIA
THIERRY QUERE

SPECIAL THANX TO
N64 PROGRAMMING TEAM
FREDERIC BALINT
XAVIER BILLAULT
OLIVIER DIDELOT
HELENE POKIDINE
FRANCOIS QUEINNEC
ALAIN ROBIN
OLIVIER SAILLANT
MARC VILLEMAIN

ADDITIONAL THANX TO
T-TROUBLE
PROGRAMMING TEAM

ARTISTIC DIRECTOR
MICHEL ANCEL

GRAPHICS
ALEXANDRE GATTO
ARNAUD KOTELNIKOFF
With :
JEAN-CHRISTOPHE ALESSANDRI
FLORENT SACRE
CELINE TELLIER
PAUL TUMELAIRE
CHRISTOPHE BOURGES
NICOLAS CARRE
FLORENCE CHARPENTIER
NICOLAS DAIRE
FABRICE HOLBE
PIERRE-HENRY LAPORTERIE
YANN LECLERC
CHRISTOPHE PIC
STEPHANE ZINETTI
And :
SEBASTIEN BICORNE
DENIS CAPDEFERRO
GEOFFROY DE CRECY
DAVID GARCIA
YANN JOUETTE
EMMANUEL VILLE
AGATA WIERZBICKI

GRAPHIC RESEARCH
ALEXANDRA ANCEL
HUBERT CHEVILLARD

GAME DESIGN
STEPHANE HILBOLD
OLIVIER PALMIERI
With :
FREDERICK GAVEAU
SERGE HASCOET
ZORAN MILISAVLJEVIC
VINCENT MONNIER
JEAN-CHRISTOPHE PETIT
CHRISTOPHE THIBAUT
JEAN ZAPPAVIGNA

INFODESIGN
SEBASTIEN DEZAUTEZ
YANNICK GERBER
ARNAUD GUYON
MICHAEL JANOD
GREGORY PALVADEAU
XAVIER PLAGNAL
MICKAEL VEAUDOUR
With :
NICOLAS CHEREAU
OLIVIER DAUBA
OLIVIER DIAZ
JEAN-CHRISTOPHE GUYOT
YANN MASSON

ANIMATION
JACQUES EXERTIER
ALEXANDRE BADUEL
FRANCOIS COTE
JOSEPH NASRALLAH
PHILIPPE ARSENAULT
ERIK BRANZ
SEBASTIEN BRASSARD
JENNIFER DICKIE
CHRISTIAN DION
JEAN-SEBASTIEN DUCLOS
JAMIE HELMAN
PHIL HOLLOWAY
FRANCOIS LAPERRIERE
SEAN LEBLANC
MICHAEL LININGTON
CARLA PRADA
ALLAN TREITZ
MIKE ZINGARELLI

CINEMATICS
STORYBOARD
PATRICK BODARD

ANIMATION
DAMIEN BARRANCO
JEAN-YVES REGNAULT
PHILIPPE VINDOLET

INTEGRATION
OLIVIER SOLEIL

SCENARIO AND DIALOGS
DAVID NEISS

BASED ON A STORY BY
MICHEL ANCEL

AMERICAN ADAPTATION
DAVID GASSMAN

SOUND DESIGN
LAMBERT COMBES
ROMAIN HIS
GREGOIRE SPILLMANN
With :
OLIVIER BONNAFY

MUSIC BY
ERIC CHEVALIER

SOUND EFFECTS
TALK OVER

SOUND ENGINEERING
MARTIN DUTASTA
With :
LIONEL BOUHNIK

DATA MANAGEMENT
MALIKA SAHLA
FRANCK SERVETTAZ
GUENAELE MENDROUX
With :
NARY-TIANA ANDRIAMAMPANDRY
HANANE SBAI
And :
TARIK MLAHI

TEST
JONATHAN PEPIN
ALAIN GAGNON
RAPHAEL FRANCOEUR
ALAIN CHENIER
JEAN-SEBASTIEN LABRECQUE
FREDERIC BLATTMANN
FREDERIC LAPORTE
PIERRE-YVES SAVARD
JONATHAN D'ANJOU

TOOLS
BERNARD LEFEBVRE
CORNELIU BABIUC
MIRCEA DUNKA
IONUT GROZEA
CRISTI PETRESCU
NICOLAE SUPARATU
MIHAELA TANKU
GEORGE BALTATANU
DAN DRAGAN
CATALIN DUMITRESCU
JOEL GREGOIRE
CHRISTOPHE MARTINAUD
CRISTI RIZEA
PASCAL RUIZ
PHILIPPE TOUILLAUD
ESTELLE PARENT

3D PLUG-INS
DANIEL RAVIART

3D RESEARCH
PHILIPPE VIMONT

MARKETING
LAURENCE BUISSON
AXELLE VERNY
SARAH BINCLIFFE

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CYRIL DEROUINEAU
ERIC HUYNH
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DANIEL PALIX
MONTPELLIER
MICHEL ANCEL
MONTREAL
CHRISTOPHE DERENNES
MONTREUIL
CHRISTINE BURGESS

PRODUCTION
GERARD GUILLEMOT

PUBLISHING
YVES GUILLEMOT

DEVELOPMENT
MICHEL GUILLEMOT

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GREGOIRE GOBBI
NATHALIE PACCARD

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UNITED KINGDOM

Ubi Soft Entertainment Ltd
Vantage House
1 Weir Road, Wimbledon
London SW19 8UX
Tel : 44 181 944 9000
Fax : 44 181 944 9300
Web site http: //www.ubisoft.co.uk/support/
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